

## **IN THE CLAIMS:**

The following listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Previously Presented) A method for creating a graphical program including a plurality of portions of graphical source code to be executed sequentially, the method comprising:

displaying a plurality of frames in the graphical program such that two or more frames are visible at the same time, wherein the graphical program comprises a plurality of interconnected graphical program nodes that graphically represents functionality of the graphical program, and wherein the graphical program is executable by a computer system to perform the functionality;

including a portion of graphical source code in each frame in response to user input;

wherein for each frame, said including a portion of graphical source code in the frame in response to user input comprises including one or more graphical program nodes in the frame in response to user input;

wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the plurality of portions of graphical source code are executed sequentially in accordance with the execution order defined by the plurality of frames.

2. (Original) The method of claim 1,

wherein the plurality of frames are displayed in the graphical program such that each frame is visible at the same time.

3. (Original) The method of claim 1, further comprising:

receiving user input indicating a desire to specify a plurality of portions of graphical source code to be executed sequentially;

wherein said displaying the plurality of frames in the graphical program is performed in response to receiving the user input indicating the desire to specify a plurality of portions of graphical source code to be executed sequentially.

4. (Original) The method of claim 1,

wherein the plurality of frames are comprised in a sequence structure;

wherein said displaying the plurality of frames in the graphical program is performed in response to user input indicating a desire to include a sequence structure in the graphical program.

5. (Original) The method of claim 1,

wherein each frame is displayed side by side in a left-to-right order;

wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the plurality of portions of graphical source code are executed sequentially in the left-to-right order.

6. (Original) The method of claim 1, further comprising:

executing the graphical program;

wherein said executing the graphical program comprises executing each portion of graphical source code sequentially according to the execution order defined by the plurality of frames.

7. (Previously Presented) The method of claim 1, wherein for each frame, said including a portion of graphical source code in the frame in response to user input further comprises:

if two or more nodes are included in the frame, interconnecting the two or more nodes in response to user input.

8. (Original) The method of claim 1, further comprising:

displaying a wire in response to user input;

defining endpoints for the wire in response to user input, such that a first endpoint of the wire is in a first frame having an associated first portion of graphical source code and a second endpoint of the wire is in a second frame having an associated second portion of graphical source code;

wherein the wire is operable to cause data to be passed from the first portion of graphical source code to the second portion of graphical source code during execution of the graphical program.

9. (Original) The method of claim 1, further comprising:

including a portion of graphical source code in the graphical program that is not associated with one of the frames.

10. (Original) The method of claim 9, further comprising:

displaying a wire in response to user input;

defining endpoints for the wire in response to user input, such that a first endpoint of the wire is in a first frame having an associated first portion of graphical source code and a second endpoint of the wire is in the portion of graphical source code that is not associated with one of the frames;

wherein the wire is operable to cause data to be passed from the first portion of graphical source code to the portion of graphical source code that is not associated with one of the frames during execution of the graphical program.

11. (Original) The method of claim 10,

wherein, in the execution order, the first frame comes before a second frame having an associated second portion of graphical source code;

wherein during execution of the graphical program, the data is passed from the first portion of graphical source code to the portion of graphical source code that is not associated with one of the frames without waiting for the second portion of graphical source code to be executed.

12. (Previously Presented) The method of claim 1,

wherein the plurality of frames is a first plurality of frames;

wherein for a first frame in the first plurality of frames, said including a portion of graphical source code in the first frame comprises nesting a second plurality of frames in the first frame;

wherein said nesting the second plurality of frames in the first frame comprises:

displaying the second plurality of frames in the first frame such that two or more frames of the second plurality of frames are visible at the same time;

including a portion of graphical source code in each frame of the second plurality of frames in response to user input;

wherein the portions of graphical source code included in the frames of the second plurality of frames comprise a second plurality of portions of graphical source code;

wherein the second plurality of frames define an execution order for the second plurality of portions of graphical source code such that during execution of the first frame in the first plurality of frames, the second plurality of portions of graphical source code are executed sequentially.

13. (Original) The method of claim 1,

wherein the graphical program is a graphical data-flow program.

14. (Previously Presented) A system for creating a graphical program including a plurality of portions of graphical source code to be executed sequentially, the system comprising:

a processor;

a memory medium coupled to the processor;

wherein the memory medium stores program instructions which are executable by the processor to:

display a plurality of frames in the graphical program such that two or more frames are visible at the same time, wherein the graphical program comprises a plurality of interconnected graphical program nodes that graphically represents

functionality of the graphical program, and wherein the graphical program is executable by a computer system to perform the functionality;

include a portion of graphical source code in each frame in response to user input;

wherein for each frame, in including a portion of graphical source code in the frame in response to user input, the program instructions are executable by the processor to include one or more graphical program nodes in the frame in response to user input;

wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the plurality of portions of graphical source code are executed sequentially in accordance with the execution order defined by the plurality of frames.

15. (Original) The system of claim 14,

wherein the plurality of frames are displayed in the graphical program such that each frame is visible at the same time.

16. (Previously Presented) The system of claim 14,

wherein the program instructions are further executable by the processor to receive user input indicating a desire to specify a plurality of portions of graphical source code to be executed sequentially;

wherein said displaying the plurality of frames in the graphical program is performed in response to receiving the user input indicating the desire to specify a plurality of portions of graphical source code to be executed sequentially.

17. (Original) The system of claim 14,

wherein the plurality of frames are comprised in a sequence structure;

wherein said displaying the plurality of frames in the graphical program is performed in response to user input indicating a desire to include a sequence structure in the graphical program.

18. (Original) The system of claim 14,

wherein each frame is displayed side by side in a left-to-right order;

wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the plurality of portions of graphical source code are executed sequentially in the left-to-right order.

19. (Previously Presented) The system of claim 14,

wherein the program instructions are further executable by the processor to execute the graphical program;

wherein said executing the graphical program comprises executing each portion of graphical source code sequentially according to the execution order defined by the plurality of frames.

20. (Original) The system of claim 14,

wherein the graphical program is a graphical data-flow program.

21. (Previously Presented) A memory medium for creating a graphical program including a plurality of portions of graphical source code to be executed sequentially, the memory medium comprising program instructions executable to:

display a plurality of frames in the graphical program such that two or more frames are visible at the same time, wherein the graphical program comprises a plurality of interconnected graphical program nodes that graphically represents functionality of the graphical program, and wherein the graphical program is executable by a computer system to perform the functionality;

include a portion of graphical source code in each frame in response to user input;

wherein for each frame, in including a portion of graphical source code in the frame in response to user input, the program instructions are further executable to include one or more graphical program nodes in the frame in response to user input;

wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the

plurality of portions of graphical source code are executed sequentially in accordance with the execution order defined by the plurality of frames.

22. (Original) The memory medium of claim 21,  
wherein the plurality of frames are displayed in the graphical program such that each frame is visible at the same time.

23. (Original) The memory medium of claim 21, further comprising program instructions executable to:

receive user input indicating a desire to specify a plurality of portions of graphical source code to be executed sequentially;

wherein said displaying the plurality of frames in the graphical program is performed in response to receiving the user input indicating the desire to specify a plurality of portions of graphical source code to be executed sequentially.

24. (Original) The memory medium of claim 21,  
wherein the plurality of frames are comprised in a sequence structure;  
wherein said displaying the plurality of frames in the graphical program is performed in response to user input indicating a desire to include a sequence structure in the graphical program.

25. (Original) The memory medium of claim 21,  
wherein each frame is displayed side by side in a left-to-right order;  
wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the plurality of portions of graphical source code are executed sequentially in the left-to-right order.

26. (Original) The memory medium of claim 21,  
wherein the graphical program is a graphical data-flow program.

27. (Previously Presented) The memory medium of claim 21, wherein the graphical program is interpretable or compilable to generate instructions executable by the computer system.

28. (Previously Presented) The memory medium of claim 21, wherein for each frame, in including a portion of graphical source code in the frame in response to user input, the program instructions are further executable to:

if two or more nodes are included in the frame, interconnect the two or more nodes in response to user input.

29. (Previously Presented) The system of claim 14, wherein the graphical program is interpretable or compilable to generate instructions executable by the computer system.

30. (Previously Presented) The system of claim 14, wherein for each frame, in including a portion of graphical source code in the frame in response to user input, the program instructions are further executable by the processor to:

if two or more nodes are included in the frame, interconnect the two or more nodes in response to user input.

31. (Previously Presented) The method of claim 1, wherein the graphical program is interpretable or compilable to generate instructions executable by the computer system.

32. (New) The method of claim 1,  
wherein the execution order for the plurality of portions of graphical source code is defined independently of data flow among the plurality of portions of graphical source code.

33. (New) The method of claim 1,



wherein no wires among the plurality of portions of graphical source code are required in order to define the execution order for the plurality of portions of graphical source code.

34. (New) The method of claim 1,  
wherein the plurality of frames provide a clear visual indication of the execution order for the plurality of portions of graphical source code.

35. (New) The method of claim 1,  
wherein each frame is displayed side by side in a top-to-bottom order;  
wherein the plurality of frames define an execution order for the plurality of portions of graphical source code such that during execution of the graphical program the plurality of portions of graphical source code are executed sequentially in the top-to-bottom order.

36. (New) The method of claim 1,  
wherein the frames are displayed in a linear order such that adjacent frames appear to contact each other.